

Leocorn

Level:	10	Outlook:	Protective
Hits:	150	Special	
Size:	Medium	Abilities:	Tough Hide (Minor); Enhanced Scent; Survival Instinct;
Movement:	16	Stats:	St 75 (7), Co 75 (8), Ag 75(7), Qu 75 (8), Sd 75(8), Re75 (5), In 75(5), Pr 75(7) PP 90
Initiative:	+13	RR:	Stamina RR 70; Will RR 70; Magic RR 70
Defensive Bonus:	85 (+15 Stats; +20 Tough Hide (Minor); +50 Survival Bonus)	Treasure:	R R N
Attacks:	95 Huge Bite; 95 Large Horn; 95 M Claw; Spells (Cleric List LvlxLvl ranks; Long Door (Level ranks))	Important Skills:	Perception (11) 75
# Encounter:	1		

A lion with a single, spiralling horn from its brow, this beast is an ally of unicorn and all natural beasts. It is the protector of the woods. Like the unicorn, its horn is greatly valued, for a Leocorn's horn causes fear by touch if it is removed. Also like a unicorn it is immortal. Strangely enough, these creatures are herbivores. They are intelligent and very wise.

Combat

All who oppose it must make a RR versus Will or run in fear for 1 round per 5% failure.

Spellcasting

Being very intelligent creatures (by human standards), they are able to cast spells that embody nature and allow it to protect nature, as a Paladin of a Human God might. It also has the ability to cast the spell Long Door. It knows its level in spells, up to its level in ranks (up to max of 20 spells, as per the Cleric Rules).

Myths and Misconceptions

Leocorn are held by Druid's and Nature Clerics to be the living embodiment of the Goddess

herself, and as such are treated with the greatest respect. To kill one is to invite their wrath. Because these creatures are immortal, it is said that if one dies another is born within 30 days.

Treasures

While their horn is magical, and can be used to create weapons of fear, they also gather other items that may have fallen in the woods they live and hoard them, protecting others from possible harmful effects (ie items that radiate auras of evil, etc)

Encounters

An encounter with a leocorn is usually filled with awe, as the majestic beast commands the beasts around it. Their intelligence gives them the ability to prepare for encounters, and it would almost always have an escape plan. It may even sacrifice itself for the sake of an endangered animal in trouble, since they are immortal and can be reborn.